

MA-233

NavMPS - JMPS Server/Network Options May 2000 Dan Wright

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NERTS Quote of the Day

"A computer lets you make more mistakes faster than any invention in human history, with the possible exceptions of handguns and tequila."

-- Mitch Ratcliffe, Technology Review, April 1992



Setting Expectations

- What I have here are some options...
 - This is not a decision brief
 - It is not a list of server requirements
- What is here needs fleshing out & details
 - Pluses and Minus
 - Past Experiences
 - Other options
- No obvious answers



Things to Consider

- Secure Computing
- GCCS Stability/Interfaces
- ADMACS/Other external systems
- Non-Carrier Locations
- Low Bandwidth Locations
- REDS and its progeny
- Security
- Interconnection to GCCS Segments
- NSWPC/SPF
- RIP/Feral Software
- Current JMPS design



Things Off the Table

- Reach Back Concepts
- JMPS as a GCCS application/segment
- Who buys the H/W



Cartoon of the Day





Options Overview

1. No JMPS Server Direct GCCS Client

2. 3 Tier
Looks a lot like TAMPS & REDS

3. GCCS Proxy 2 or 3 Tier

4. PeeringClients supporting each other

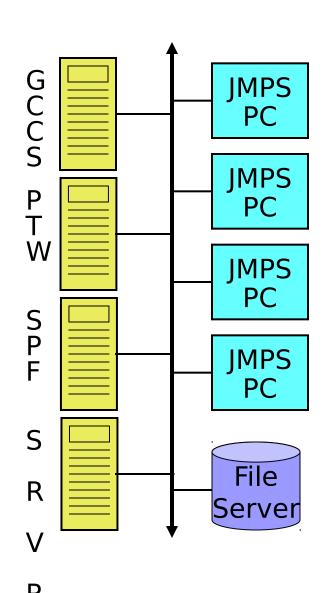
5. Serengeti/Wildcat

6. Bitty ServerSpecial case for special stuff



No JMPS Server

- PCs networked to GCCS and other servers or systems
- No Dedicated Server
- Pulls data via SQL or Equivalent APIs
- Ad Hoc Storage
 - Locale dependent





No JMPS Server

PLUSES

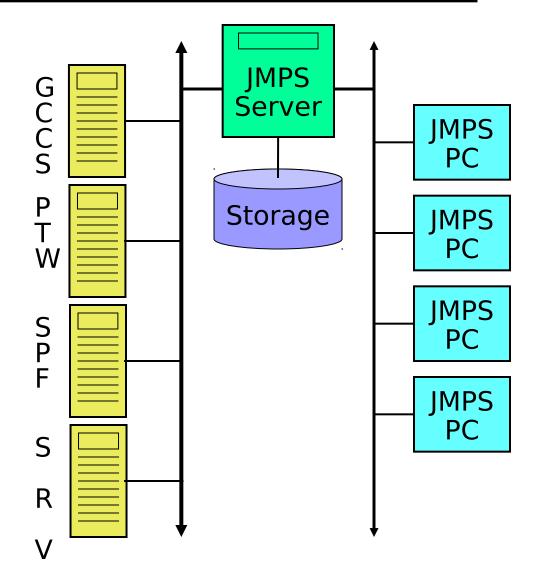
- No server costs
- Flexible Configuration
- Easy expansion via RIP etc

- Clients reactive to outside programs (vice dedicated server)
- Ad Hoc connectivity
- Need for common storage
- Fat Client



3 Tier

- JMPS Dedicated Server
- JMPS Sever connected to GCCS and other servers or systems
- JMPS PCs pulls data from JMPS Server
- Includes mass storage
- Sun or NT





3 Tier

PLUSES

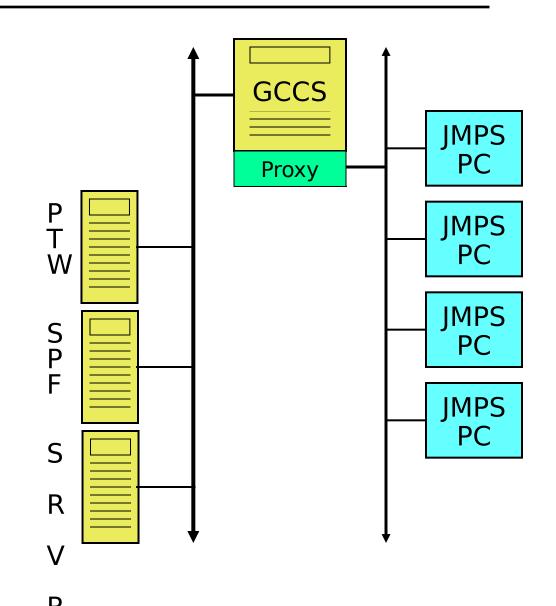
- We own it
- Stable environment for client
- CORBA based computational resource
- Could be data storage only

- Requires a server
- Must bridge changes between sources and clients
- SA/DBA needs
- Certification of CORBA



GCCS Proxy Segment

- JMPS GCCS
 Segment built
 to support
 JMPS PCs
- Proxy collects data from and supplies it to clients
- Data Storage TBD





GCCS Proxy Segment

PLUSES

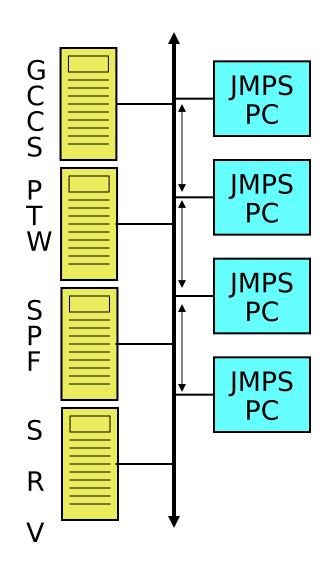
- Not a server
- Stable GCCS interface for clients

- May not be able to support all server needs
- GCCS Politics
- Inter segment APIs
- GCCS S/W Dev.
- Data Storage



Peering

- PCs networked to GCCS and other servers or systems, and each other
- No Dedicated Server
- PCs share/publish data amongst themselves
- PCs can pull data direct from servers
- Ad Hoc/Adaptive Storage





Peering

PLUSES

- No Sever
- Flexible Configuration
- Easy expansion
- Shared peer storage
- More generic

- Development of Peering software
- Client reactive to outside programs (vice dedicated server)
- Ad Hoc connectivity
- Certification
- Performance



Serengeti

NDA required



Serengeti

PLUSES

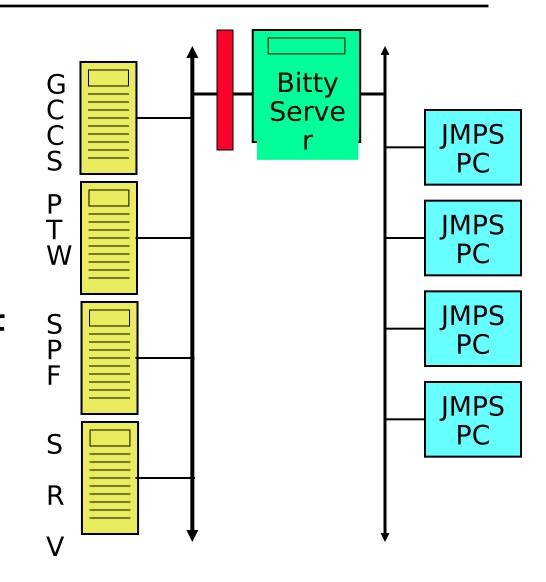
- No Server H/W Cost
- Sun's leading edge architecture
- Could support CORBA based backend processing

- Sun's leading edge
- Unknown interface to other domains
- Co-hosted
- RMA thresholds



Bitty Server

- Addresses unique need of Trusted
- Looks like server to its clients
- "Understands" the environment
- Will have to support local storage
- Could be combined





Bitty Server

PLUSES

- Really helps Trusted
- Client does not have to know about its location
- Could be combined with other Trusted components

- Additional variant
- Certification issues
- NT vs. Solaris



Summary

- We need some form of server
 - Needing a server != owning a server
- All options presented are viable
 - All have pluses and minus
- Looking for more options
 - Variations
 - Hybrids
- GCCS Is a moving target
 - 10K lb gorilla

Joe "Salami" Gattuso is correct when he says:

We need to target where users will want us to be in 2003, not just where they are today.



Lets Not Go Here

